BIG BEE
GAME
STUDIOS

ABOUT US

Big Bee Studios is a team of professional game developers who have expertise in crafting intuitive mobile games by blending in their expertise and modern development tools. Whether you are looking to develop a 2D mobile game or fully-functional combat game with an extensive range of features, we can help.

We leverage our creativity and technical expertise to bring forth the most exciting gaming solutions that engage players and offer addictive game play.

We have been serving the industry for more than a decade now and have in-depth knowledge of tools and latest gaming trends that'll allow us to develop feature-rich mobile games for the audience.

We offer a plethora of game development services to cater to different client objectives.

OUR EXPERTISE

Game Design & Development

We handle the entire game development process starting from designing the UI to integrating features that provide engaging gameplay to the users.

User Experience and Interface Design

Having a user-friendly design is extremely important for any mobile game. We ensure to leverage the latest designing methodologies to design a captivating user interface.

Character Modeling

Our team of expert designers utilizes the latest designing tools to bring life to the different characters of your mobile game.

AR Game Development

Provide players with a different perspective of playing games by availing our professional Augmented Reality game development services.

VR Game Development

Let players escape reality and dive into a virtual space to enjoy intense gaming sessions and exceptional gameplay.

Concept Art

Our team of concept artists will design the most exciting characters, gaming elements, and the perfect gaming environment that hooks players for hours of game play.

OUR SERVICES

Game Design & Development

2D, 3D
CHARCTER DESIGN

Virtual Reality

Augmented Reality

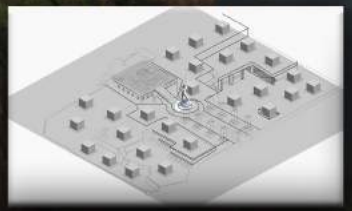
UI & UX

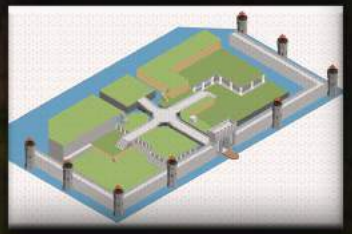
Concept Art & Design

MMO GAMES

Massively Multiplayer Games with up to 100,000 concurrent players.
Console Level experience delivered to mobile devices.
Real Time Multiplayer Game Play with extensive server control.

MAP DESIGN





Large maps are a must for Massive Multiplayer Games.

We have created huge artistic maps for players to enjoy a vast virtual world. Larger than life natural and architectural views have been modeled in 3D and then rendered to 2D as per the requirements of the game

Scenic maps have been designed and animated to give a base for players to build their kingdom.

The perspective camera angle gives a live view of the kingdom. Players can use Empty plots to build empire buildings.

A mountain top castle view has been created with fountains and gardens in Roman style.

White marble architecture has been chosen as per prevalent architectural choices during the medieval times. Player builds can be created on top of the mountain as the game progresses

CHARACTER DESIGN

Character design has been an important part of the MMO category. We have successfully executed the entire designing process of several Human, Orc and Beast characters, starting from the concept to final animated models.

A whole lot of study of medieval warrior dress code and culture was done to bring out authenticity in the models and characters.

Fantasy characters are inspired from folklores or hybrids between various classes of the animals and humans.

PROCESS

In our process of character designing, we conduct detailed research on the back story of the subject including its origin, the way it dresses, the traditions of its native lands...etc.

First, we start with brainstorming some ideas on the given topic. After that, our team creates some rough sketches of the character. Then, we move towards preparing model sheets of the selected idea.

The next step is to transfer the model sheets to the modeler so that the character can be modeled into 3D.

ULRIC

THE SWORDS-MAN

ULRIC is one of the several human characters designed for an MMO Game.

The armor has been designed with full-detailing to make the character stand out as a warrior.

The shine on the waistband and the sword shows the use of iron in armor in the medieval times.

ALTHALOS

THE KNIGHT

Althalos is another human character, specifically designed for the game.

We designed the red cloth on one shoulder, an essential for any medieval knight.

Armor and Sword designs have been made in accordance with prevalent designs in the medieval age.

TROLL

In the barren-lands, tales spoke of Tauren sages, reaping the essence of dirt. Their consciousness melds with the brown beneath them.

The loam becomes the conduit of their mental thought and reality. These warriors were feared for they could summon massive ruptures with their mere whim.

So tremendous was their power that their magic leaks out of the earth violently with every spell.

TROLL KING

Hadrian has been designed as a fighter of the orc community.

Hadrian uses an Axe to chop down trees as well as kill enemies.

The blood on the Axe gives an impression of danger. The clothing of the character has been kept as tribal and raw to separate them from human civilization.

CLEGOR

THE ORC WARRIOR

Clegor is a celebrated warrior in the orc community. He is one of the fiercest fighters in the tribe.

He has been designed as a two-handed Axe man. Spikes on the shoulder bring out his barbaric nature of the tribe.

DOYLE

THE WOLF

Doyle is an “animal-human” in the jungle. He is basically a hybrid of humans and wolves.

Protruding teeth and nails show the ferocity of the character.

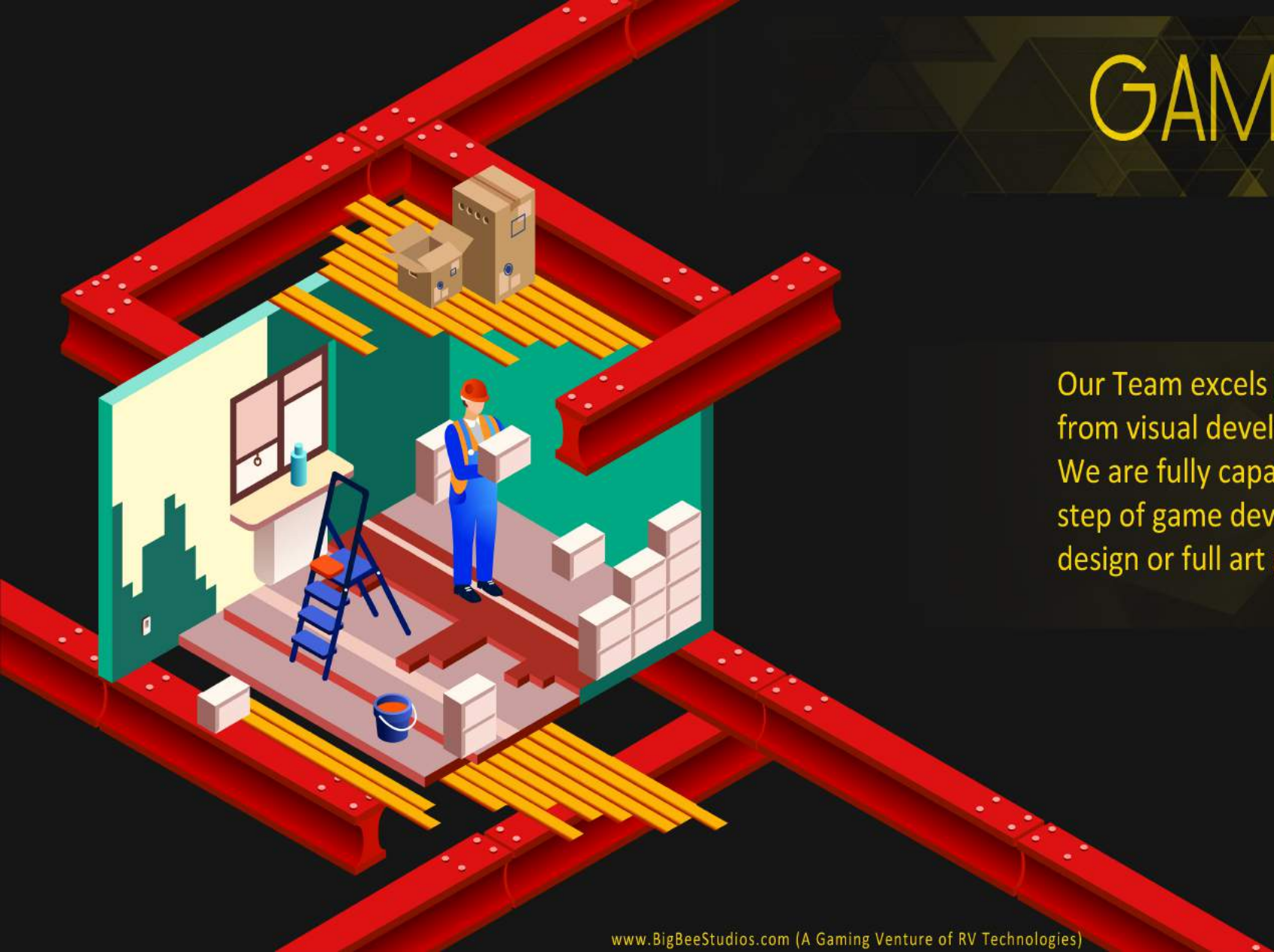
SHARPTOOTH

Sharptooth was so consumed by greed that he was beyond remorse. He eventually was caught trying to steal a sacred ring for which he was tried and hanged. Yet his body, so corrupted by his desire to steal, rose by itself in the form of a monstrous ghoul

LAVA MONSTER

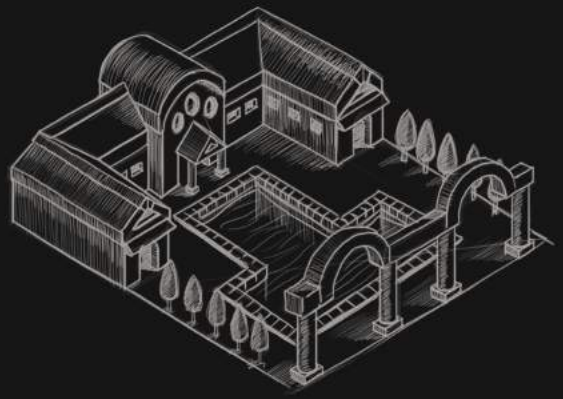
Sangor is another Fantasy character who resides near volcanoes. The lava skin shows the habitat of the monster and also brings a touch to his attack of throwing fireballs.

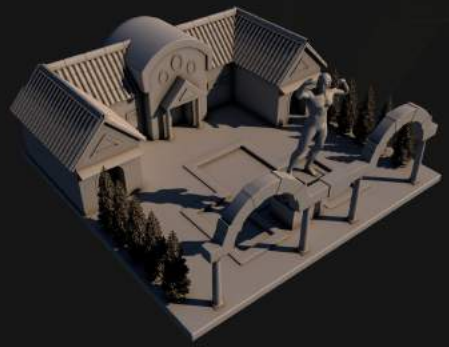
GAME ASSETS



Our Team excels in several areas, starting from visual development to asset production. We are fully capable of helping you in every step of game development, be it concept design or full art production of your game.

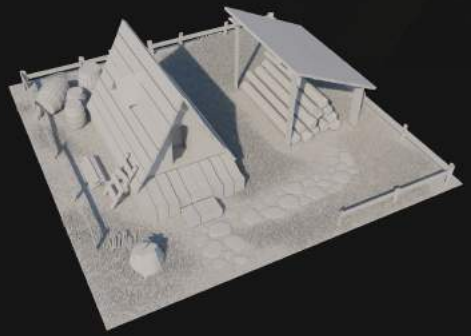
GYMNOS





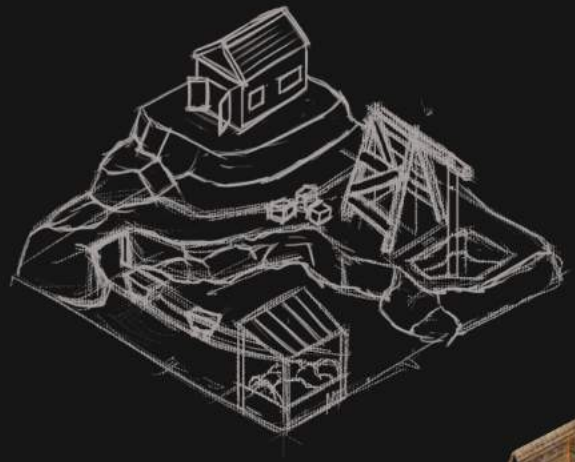
In Ancient Greece, there were training facilities for competitors in public games. It also played a part in social gathering and engaging in intellectual pursuits.

WOOD MINE



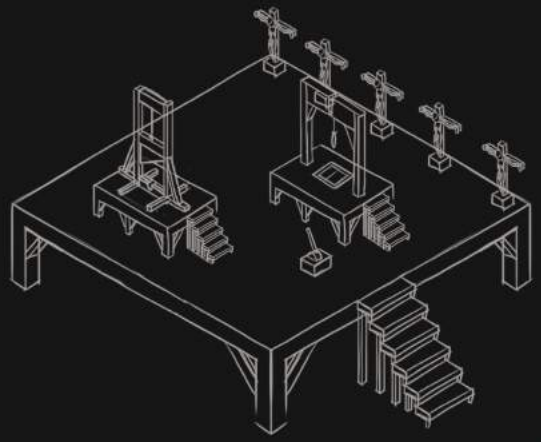
Once featured in the Age of empires, it has always been part of old RTS games. As the name suggests, it's a wood mining facility.

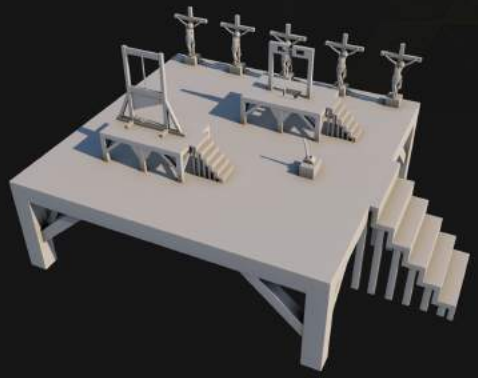
IRON ORE



A mining facility that can only be constructed over the deposits of iron ore to mine iron, which is further used to make mechanical instruments that are usually used in RTS games.

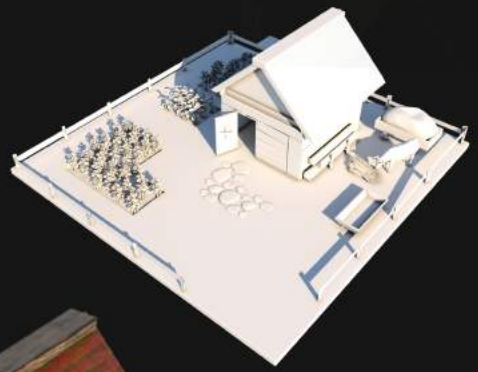
ALTER





A structure, before which the divine offices are recited and upon which the Eucharist is celebrated.

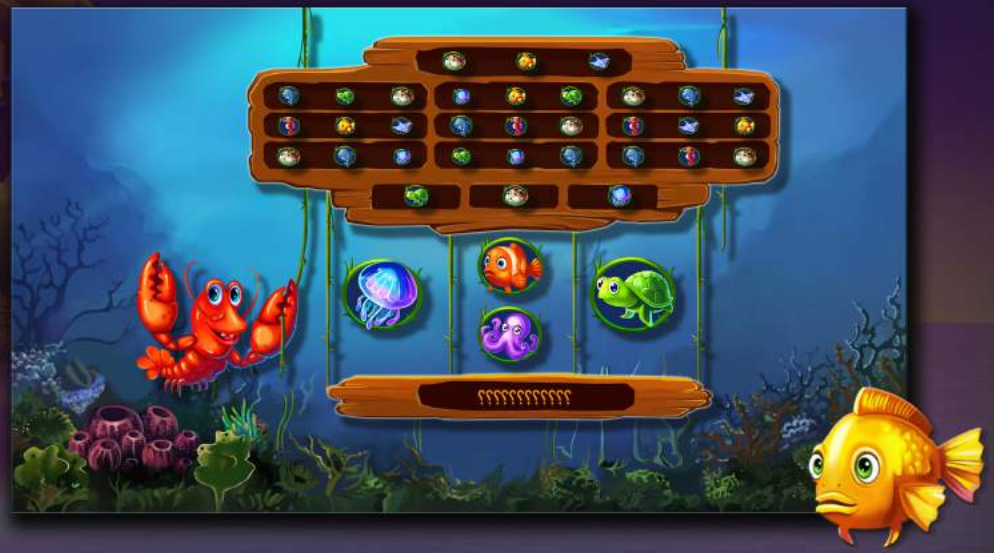
FARM



Everyone who has played age of empires knows how important the farm is. It is one of the first buildings that the player makes and which provides him with food

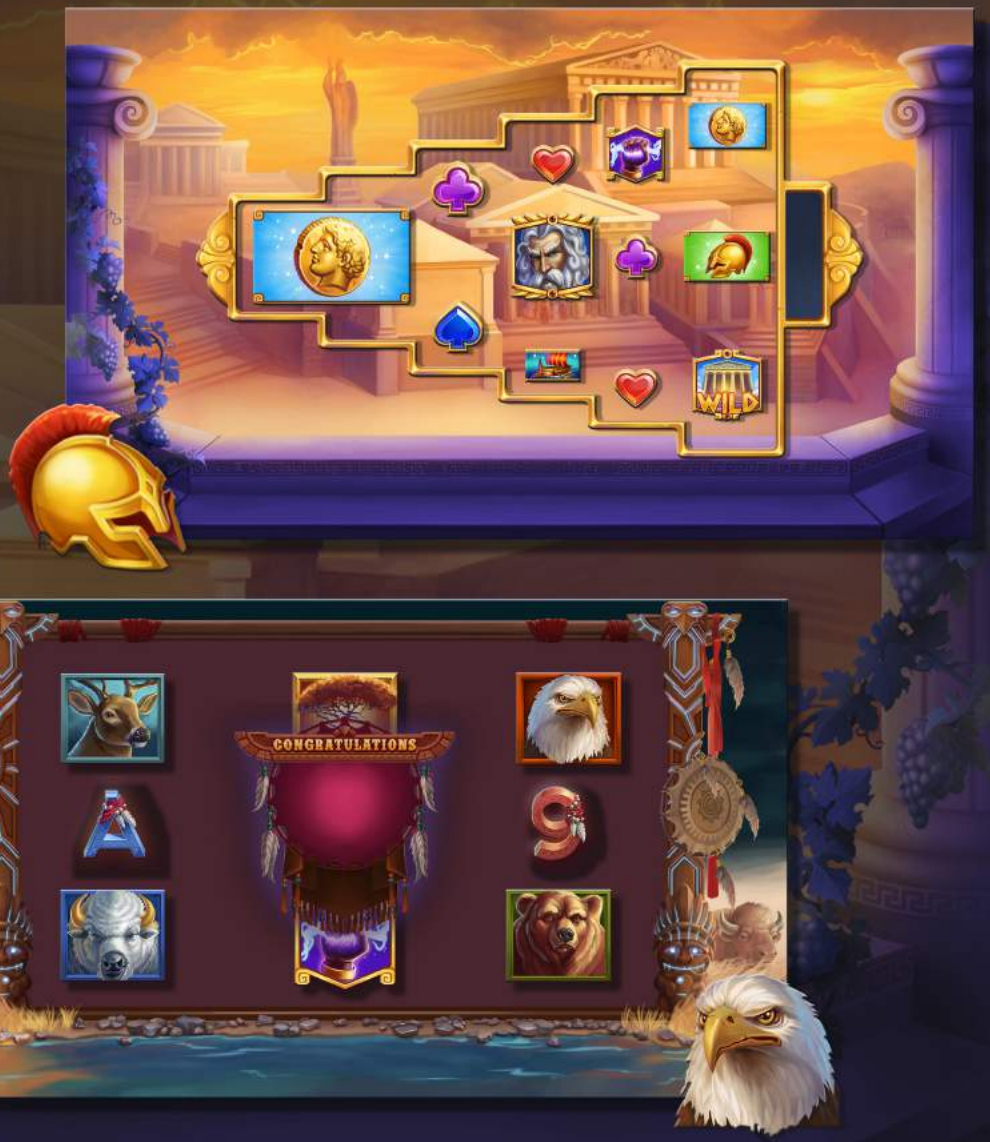
CASINO GAMES

We have designed several graphically enriched casino games for interactive gameplay. Since the casino games are designed to operate on real money transactions, we ensure to craft robust backend for high security

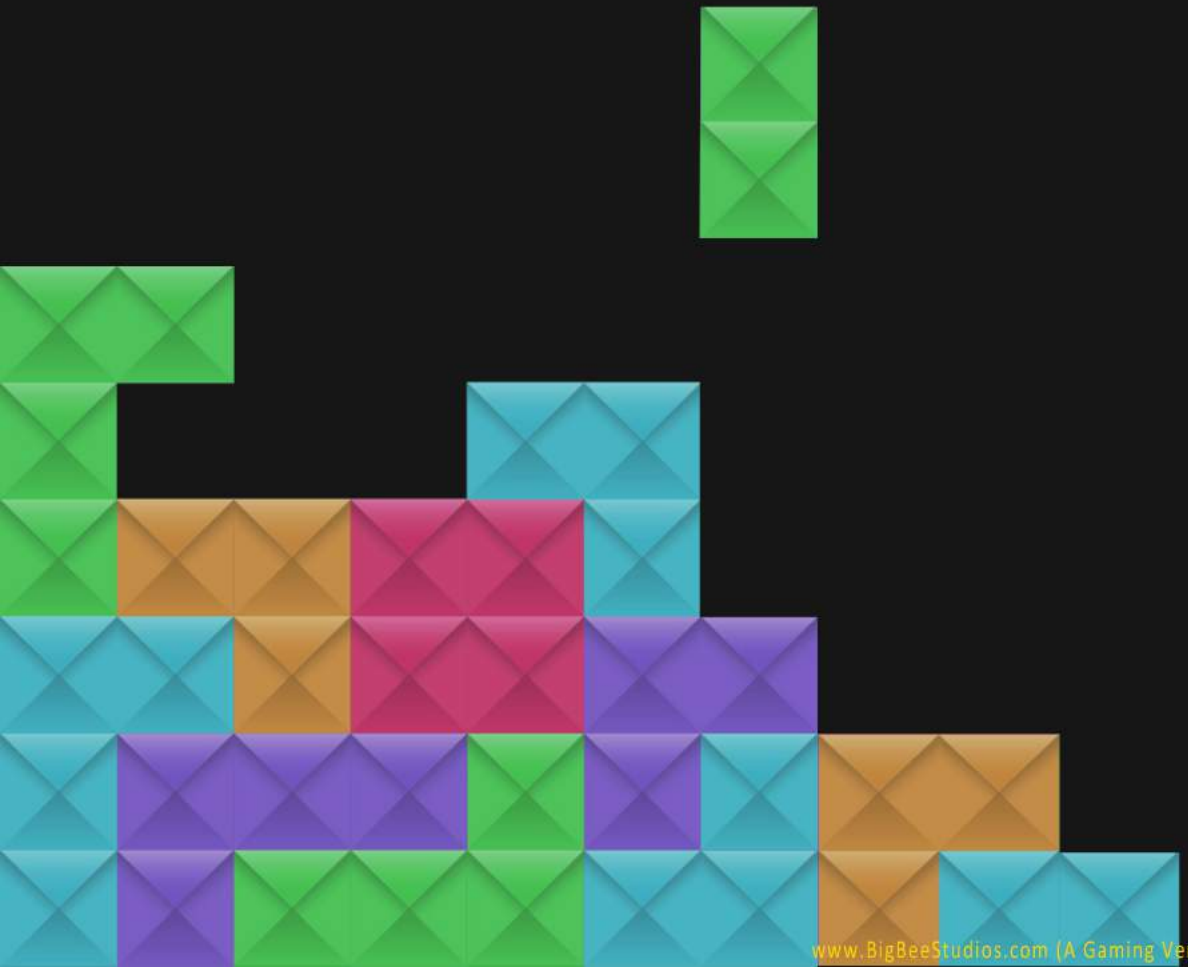


We have worked on an extensive range of slot games, which have custom games inside them more like mini-games that eventually lead to higher player retention.

We are not only limited to normal slot games as we have also tried our hands on the newer slot games that have a fancy design and exciting features to keep the players hooked.



ARCADE GAMES

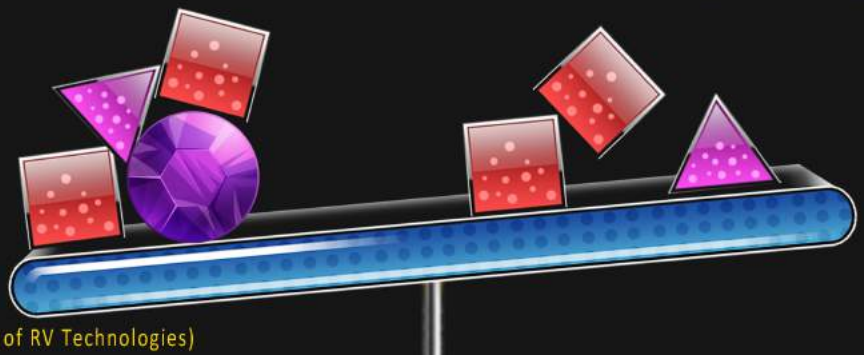


We have developed a series of multiplayer and single-player arcade games for clients. Having vast technical expertise, we have ensured to add a multiplayer twist to the classic arcade games.

BRICK TOWER

We all have played TETRIS, but have you tried our version of Tetris that's more like a seesaw on which you have to balance the incoming blocks?

A simple yet exciting game to take you back to the roots.



FISH HUNTER

Play with your friends to hunt fishes, and earn real money!

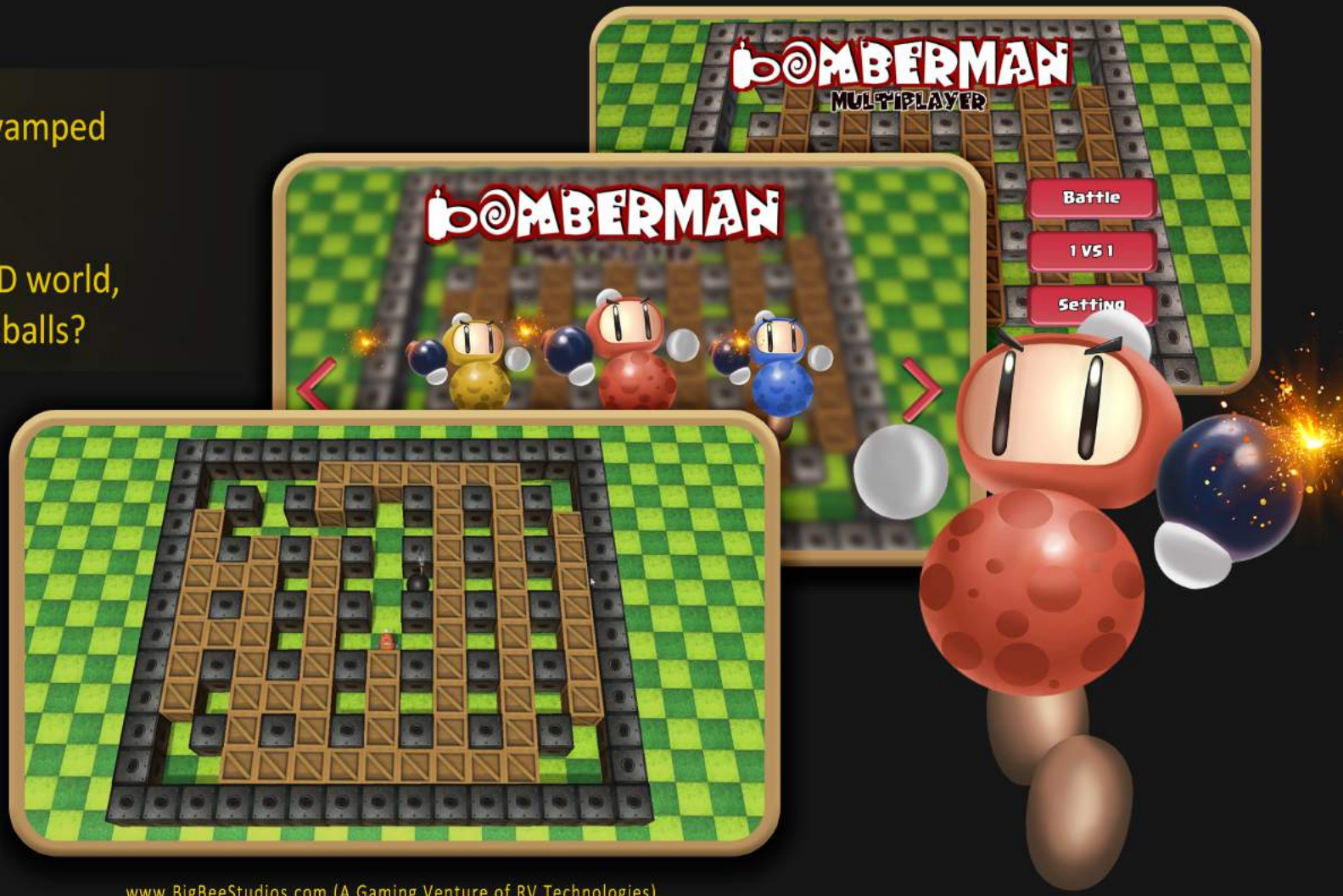
A competing game, in which who gets the last hit on the fish gets to keep the bounty on the wish, Let's see who is the richest?

Oh Hey, Watch out for the Sharktooth!

BOMBERMAN

From the ’90s, we bring you the revamped version of Bomber Man!

Play with your friends in this new 3D world, and let’s see who’s good with their balls?



GOLD MINER

Have you ever tried your hands in mining gold and gems?
In this exciting CO-OP game, you can play with your friend in a race to collect the most valuable items from the ground.

Fun Feature: You can actually steal from your friend as well, Evil!

SPORTS GAME

We have worked on a single-player sports game, teaching rules of American Football to all new and old players. The various complex rules of the game were understood by the team before implementing them in the app.

With one of its kind, First-Person-View, you can directly be in the ground zero and have a direct insight into the game!

Featuring 3 game modes, you can have your own journey from being a Rookie to Pro to Collegiate.

Play the whole season and Select your strategies to defeat your opponents and reach the top of the table!

From selecting your coverage to conducting the actual attack, the game features everything you need to have intense gaming experience.

CUTTING EDGE TECHNOLOGY

Size Optimization

Using heavy optimization graphics are downloaded on the fly as asset bundles.The MMO game has under 50 Mb of downloadable app size.

Code Optimization

Object Pooling has been used to reduce memory consumption which makes the game run smoothly even on low-end devices. Occlusion Culling helps in rendering huge maps without a lag on the device.

Real time Multiplayer

High performance Server code has been written which scales up to 100,000 simultaneous users. Real-time multiplayer handles all players together on same map.

CUTTING EDGE TECHNOLOGY

Infinite Dynamic Map

A unique map is dynamically generated from the server and passed on to players in chunks according to their location

Version Control

New changes to buildings and season are sent to the client by the server without reinstalling the app.

Server Game Logic

All game logic resides on a separate back-end server which is fully secure from any hack and Cheat attempts.

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Thank You